DANCING PLATES

VIDEO GAME CARTRIDGE
FOR ATARI 2600 GAME
CONSOLES

ATARI is a trademark of ATARI INC.

EmuMovies

DANCING PLATES

I Preparing:

- Follow manufacturer's instruction to hook up your Video Computer System.
- Turn power off, plug in your game cartridge.
- Turn power on: the picture appears on the screen.
- Plug your controller into the left controller connector and hold the controller with the red-button at the upper left while playing.
- Difficulty switch has no effect in DANCING PLATE.
- Press the Game Select switch to select one of the 8 games DANCING PLATE variates.
  All the games are for one player, but as you progress through the game, the plates would revolve quicker and quicker and relatively become easier to fall.

II To Begin Play:

- Press the Reset switch to start over the game. The plates will appear automatically on the top of the wand one by one and begin to revolve.
- The object of the game is to keep those plates revolving as long as possible.

III Controlling:

- Direct the plate player to left or right two directions by pushing your Joystick to left or right side.
- Move the player right below the wand which the plate revolving on is in the danger of falling. Press the red-button and the plate would be in balance again.
- If any plate falls, just rush the player to catch it.

IV Scoring:

Your score bases on the time you keep the plates revolving on the top of the wands, which is increased progressively by 10 points as time goes by. For every 10,000 points of scoring, you will be awarded with one plate. If any plates breaks, the indications on the lower left side would disappear one by one. When you lose all the plates indicated, the game is over.